

Main-gauche

Item

UPDATE August 2019

I would **not** recommend using the stats below. I have created a newer version of the main-gauche as part of my Duelist's Handbook which is more well-balanced and carefully thought-out work.

[You can view it here.](#)

<https://homebrewery.naturalcrit.com/share/4kCj3fbal>

Weapons

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Main-gauche	3 gp	1d4 piercing	2 lb.	Finesse, light, special

Special Weapons

Main-gauche. This weapon may be dual-wielded with another finesse weapon, even if that weapon does not have the light property. While doing so, you gain +1 to your AC against melee weapon attacks. When you take the Attack action with a finesse weapon that you're holding in one hand, you can use a bonus action to attack with your main-gauche. If you do so, you lose the +1 AC bonus until the start of your next turn.

In addition to any classes with proficiency in all martial weapons, the following classes gain proficiency with mains-gauches: Bard, Rogue.

[Here's a formatted version.](#)

Some thoughts on the design:

The basic idea is to have an off-hand weapon for a duelist style fighter, meant to go perfectly with a rapier. It needed to have features that make it a viable option as opposed to two non-light one-handed weapons, such as you could pick if you took the Dual Wield feat. It's still definitely not as good as that (the AC is only against melee, and your offhand weapon is d4, rather than being up to d8), but it doesn't require spending a feat to get.

It's a touch heavier than a normal dagger, as well as more expensive, due to the slightly longer blade, as well as the existence of a more protective hilt.

I've also considered allowing it to benefit from the "Dueling" fighting style (that is, allow fighters to take the benefit of dueling even while wielding this and one other weapon), since flavour wise, a duelist is exactly who is most likely to take this weapon. It would probably specify that one can only gain that benefit if one does *not* use the bonus action option, and that the decision must be made *before* rolling the first attack. I left that out mainly because I'm concerned about it being overpowered.

It's a particularly nice option for swashbuckler rogues, since it allows them to benefit from Rakish Audacity with a d8 weapon, while still being able to get the full benefits of Fancy Footwork, allowing them to attack two enemies and get out without needing to Disengage.

Does anyone have any feedback? Ways that this can be better refined? Or possibly a fundamentally different way to build a main-gauche?